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(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2004/0219967 A1**
(43) **Pub. Date: Nov. 4, 2004**(54) **SYSTEM AND METHOD FOR SAVING
STATUS OF PAUSED GAME OF CHANCE****Publication Classification**(76) Inventors: **John J. Giobbi**, Northbrook, IL (US);
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(US)(51) **Int. Cl.⁷** **A63F 9/24**(52) **U.S. Cl.** **463/16**Correspondence Address:
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CHICAGO, IL 60606 (US)(57) **ABSTRACT**(21) Appl. No.: **10/854,352**(22) Filed: **May 26, 2004****Related U.S. Application Data**(63) Continuation of application No. 09/891,010, filed on
Jun. 25, 2001, which is a continuation-in-part of
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A game of chance involving a progression of events is conducted on one or more gaming machines. After receiving a wager from a player at a gaming machine, play of the game is initiated. If the game is paused, the status of the paused game is stored at a central database linked to and remote from the gaming machine. This game status is associated with a personal identifier of the player. To continue play of the game beginning from a point at which the game was paused, the personal identifier is provided to the central database via the same or another gaming machine and the game status associated with the personal identifier is retrieved from the central database.

